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| **9** | Write a java program to represent Abstract class with example | 28-04-2023 | 06-06-2023 |  |
| **10** | Write a java program to implement Interface using extends keyword. | 28-04-2023 | 06-06-2023 |  |
| **11** | Write a Java program to implement multiple inheritance using interface. | 28-04-2023 | 06-06-2023 |  |
| **12** | Write a Java program to show the difference between interface and abstract class. | 28-04-2023 | 06-06-2023 |  |
| **13** | Write a Java program to implement 1D Array. | 05-05-2023 | 06-06-2023 |  |
| **14** | Write a Java program to implement 2D Array. | 05-05-2023 | 06-06-2023 |  |
| **15** | Write a Java program to insert an element in 1D Array. | 05-05-2023 | 06-06-2023 |  |
| **16** | Write a Java program to delete an element from 1D Array. | 05-05-2023 | 06-06-2023 |  |
| **17** | Write a java program to create user defined package. Import Package and Use it functionality in another Java File. | 25-05-2023 | 06-06-2023 |  |
| **18** | Write a Java Program to demonstrate Exception Handling using try, catch and finally. | 25-05-2023 | 06-06-2023 |  |
| **19** | Write a Custom Exception and Use it. | 25-05-2023 | 06-06-2023 |  |
| **20** | Write a java program that implements a multi-thread application that has three threads. First thread generates random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number. | 25-05-2023 | 06-06-2023 |  |
| **21** | Write a Java program to implement Collection Framework. | 25-05-2023 | 06-06-2023 |  |
| **22** | Write a Java program that reads a file and displays the file on the screen, with a line number before each line. | 25-05-2023 | 06-06-2023 |  |
| **23** | Develop an AWT/SWING program that receives an integer in one text field & compute its factorial value & returns it in another text filed when the button “Computer” is clicked | 25-05-2023 | 06-06-2023 |  |
| **24** | Write a java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with “stop” or “ready” or “go” should appear above the buttons in a selected color. Initially there is no message shown. | 25-05-2023 | 06-06-2023 |  |